

**Amendments to the Claims**

This listing of claims is intended to replace all previous listings of claims:

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33. (Cancelled)
34. (Currently Amended) The ball game system of claim ~~33-38~~, wherein the payment is made by one of the following means: tokens, credits, cash, credit cards and arcade-type cards.
35. (Currently Amended) The ball game system of claim ~~33~~ 38, wherein the payment entitles a player to a predetermined playing time.
36. (Currently Amended) The ball game system of claim ~~33~~ 38, further comprising padding disposed about the perimeter of each of the one or more deformable elastic surfaces.
37. (Currently Amended) The ball game system of claim ~~33~~ 38, wherein the deformable elastic surfaces have shapes selected from the group consisting of squares, rectangles, triangles, circles, ellipsoids, trapezoids, hexagons, and octagons.
38. (Currently Amended) ~~The A~~ ball game system of claim ~~33~~, wherein comprising:  
a planar playing surface including a surface adjacent one or more deformable elastic surfaces;  
a hoop dimensioned to receive a ball and disposed at an elevated position proximate an end of the playing surface;

means for adjusting or limiting the elasticity of rebounds provided by the one or more deformable elastic surfaces;

means for receiving a payment and providing a signal indicative of a payment being made;

means operably connected to the elasticity adjusting or limiting means for controlling the elasticity adjusting or limiting means in response to the signal from the payment receiving means so as to restrict or enable player use of the one or more deformable elastic surfaces;

the one or more of deformable elastic surfaces comprise trampolines, each including a flexible fabric to which is connected about ~~the a~~ perimeter of the flexible fabric a plurality of springs biasing members providing elastic forces resisting deformation of the flexible fabric; and

the elasticity adjusting or limiting means comprises a plurality of hydraulic pistons controllably engaging the plurality of springs so as to oppose the resistive force provided by the plurality of springs an inflexible member which is operably connected to the plurality of biasing members to constrain the motion and/or extension of the plurality of biasing members; and

at least one movable piston connected to the inflexible member to move the inflexible member to a position so as to oppose the resistive forces provided by the plurality of biasing members, the at least one movable piston being controlled by the control means.

39. (Currently Amended) The ball game system of claim 33 38, wherein the elasticity adjusting or limiting means further comprises:

one or more pressurizable chambers disposed below each of the deformable elastic surfaces;

pumping means for adjustably pressurizing the chambers to a pressure such that the deformation of the deformable elastic surfaces is resisted; and

pressure releasing means for adjustably returning the one or more chambers to atmospheric pressure.

40. (Currently Amended) The ball game system of claim 33 38, further comprising:
  - a ball feeder for delivering a ball to a point above the planar playing surface, the delivery controlled by the control means in response to the payment received; and
  - a ball collector for conveying balls passing through the hoop to the ball feeder.
41. (original) The ball game system of claim 40, wherein the ball collector comprises netting disposed circumferentially below the hoop and forming a channel of sufficient diameter to accommodate the balls passing through the hoop.
42. (original) The ball game system of claim 40, wherein the ball feeder allows selection of ball delivery speed.
43. (original) The ball game system of claim 40, wherein the ball feeder allows selection of ball delivery along a trajectory above the playing surface.
44. (original) The ball game system of claim 40, wherein the ball feeder includes a ball counter outputting to the control means the number of balls delivered.
45. (original) The ball game system of claim 40, wherein the payment entitles a player to a predetermined number of balls delivered from the ball feeder.
46. (Currently Amended) The ball game system of claim 33 38, further comprising a plurality of sensors outputting to the control means position and trajectory information related to one or more moving players and ball above the planar surface; and

wherein the control means creates an output responsive to the movement  
of the one or more players and ball.

47. (original) The ball game system of claim 46, wherein one or more of the plurality of sensors outputs player differentiation information.
48. (original) The ball game system of claim 46, wherein the position and trajectory information includes a vertical height measured from the planar surface to a player jumping from the planar surface.
49. (original) The ball game system of claim 46, further comprising a scoring sensor outputting an indicator to the control means that a ball has passed through the hoop.
50. (original) The ball game system of claim 46, wherein the sensors output information related to blocked attempts to place the ball through the hoop.
51. (original) The ball game system of claim 46, wherein the output comprises a visual display of player metrics.
52. (original) The ball game system of claim 51, wherein the metrics consist of one or more metrics selected from the group consisting of: height jumped, number of jumps, average jump height, hang time, number of successful slams, distance from hoop, hoop angle, score, percentage successful slams, percentage successful blocks, and average number of successful slams in per time unit.
53. (original) The ball game system of claim 51, wherein the player metrics are presented in relation to a specified time period.
54. (original) The ball game system of claim 51, wherein the player metrics are presented in relation to a particular deformable elastic surface elasticity.

55. (original) The ball game system of claim 46, wherein the output comprises sounds responsive to the measured performance of the one or more players.
56. (original) The ball game system of claim 53, wherein the sounds comprise simulated crowd noises.
57. (original) The ball game system of claim 53, wherein the sounds comprise training instructions.
58. (original) The ball game system of claim 46, wherein the control means output represents a comparison of the respective performance of one or more players on the planar surface to the respective performance of one or more different players, as indicated by the position and trajectory information measured by the plurality of sensors.
59. (Currently Amended) The ball game system of claim ~~33~~ 38, further comprising a camera controlled by the control means for recording activity occurring on the playing surface.
60. (Currently Amended) The ball game system of claim ~~33~~ 38, wherein the hoop position is adjustable from a horizontal position permitting use to a more vertical position restricting use of the hoop in response to the payment received.
61. (Currently Amended) The ball game system of claim ~~33~~ 38, wherein the backboard position is adjustable.
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213. (Newly Presented) The ball game system of claim 38, wherein the plurality of biasing members are substantially horizontal and the at least one movable piston is substantially vertical with respect to the substantially horizontal plurality of biasing members.
214. (Newly Presented) The ball game system of claim 38, wherein the plurality of biasing members are substantially horizontal and the at least one movable piston is also substantially horizontal.
215. (Newly Presented) The ball game system of claim 38, wherein the surface adjacent one or more deformable elastic surfaces is resilient.
216. (Newly Presented) The ball game system of claim 38, wherein at least one of the plurality of the biasing members is a spring.